

IN THE CLAIMS:

Please amend the claims as follows:

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1. (Currently Amended) A method of trimming a parametric surface, comprising:
producing a trimming texture by applying a trimming curve to a mesh; and
applying the a trimming texture ~~based on a trimming curve~~ to the parametric surface, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface.
 2. (Original) The method of claim 1, further comprising rendering an image based on the parametric surface and the trimming texture.
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3. (Original) The method of claim 2, wherein said rendering comprises:
drawing a plurality of pixels only in a solid portion of the image that is not a trimmed portion.
 4. (Original) The method of claim 2, wherein the trimming texture comprises:
a first portion comprising a rendered section of the parametric surface; and
a second portion comprising a trimmed section of the parametric surface.
 5. (Original) The method of claim 1 further comprising drawing a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

6. (Currently Amended) The method of claim 1, wherein producing ~~obtaining~~ is performed in a pre-rendering process and applying is performed in a run-time process.

7. (Original) The method of claim 2, further comprising:
obtaining a material texture; and
drawing the material texture on the parametric surface based on the trimming texture.

8. (Original) The method of claim 1, further comprising obtaining the trimming texture from a plurality of trimming curves for the parametric surface.

9. (Currently Amended) A method of trimming a parametric surface comprising:
producing a trimming texture by applying a trimming curve to a mesh;
mapping the a trimming texture on the parametric surface to create a trimmed section and a rendered section, the trimming texture being mapped by texture mapping; and
rendering the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

10. (Original) The method of claim 9, comprising:
obtaining a material texture for the parametric surface; and
applying the material texture to a region of the parametric surface corresponding to

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the rendered section of the trimming texture.

11. (Currently Amended) An article comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instructions for causing the computer to:

produce a trimming texture by applying a trimming curve to a mesh; and

apply the a trimming texture ~~based on a trimming curve~~ to the parametric surface, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface.

12. (Original) The article of claim 11, further comprising instructions for causing the computer to render an image based on the parametric surface and the trimming texture.

13. (Original) The article of claim 11, further comprising instructions for causing the computer to render an image by drawing a plurality of pixels in a solid portion of the image that is not a trimmed portion.

14. (Original) The article of claim 12, further comprising instructions for causing the trimming texture to include:

a first portion comprising a rendered section of the parametric surface; and

a second portion comprising a trimmed section of the parametric surface.

15. (Original) The article of claim 11, further comprising instructions for causing the computer to draw a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

16. (Original) The article of claim 12, further comprising instructions for causing the computer to:

obtain a material texture; and

draw the material texture on the parametric surface based on the trimming texture.

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17. (Original) The article of claim 11, further comprising instructions for causing the computer to obtain the trimming texture from a plurality of trimming curves for the parametric surface.

18. (Currently Amended) An article comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instruction for causing the computer to:

produce a trimming texture by applying a trimming curve to a mesh;

map the a trimming texture on the parametric surface to create a trimmed section and a rendered section, the trimming texture being mapped by texture mapping; and

render the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

19. (Original) The article of claim 18, further comprising instructions for causing the computer to:

obtain a material texture for the parametric surface; and
apply the material texture to a region of the parametric surface corresponding to the rendered section of the trimming texture.

20. (Currently Amended) An apparatus for use in trimming a parametric surface, comprising:

a memory which stores computer instructions; and
a processor that executes the computer instructions to:

produce a trimming texture by applying a trimming curve to a mesh;

apply the a trimming texture based on a trimming curve to the parametric surface, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface.

21. (Original) The apparatus of claim 20, further comprising instructions to cause the computer to render an image based on the parametric surface and the trimming texture.

22. (Original) The apparatus of claim 21, further comprising instructions for causing the computer to render an image by drawing a plurality of pixels in a solid portion of the image that is not a trimmed portion.

23. (Currently Amended) The apparatus of claim 21, further comprising instructions for causing the trimming texture to include:

- a ~~an~~ first portion comprising a rendered section of the parametric surface; and
- a second portion comprising a trimmed section of the parametric surface.

24. (Original) The apparatus of claim 20, further comprising instructions for causing the computer to draw a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

25. (Previously Amended) The apparatus of claim 21, further comprising instructions for causing the computer to:

- draw a material texture on the parametric surface based on the trimming texture.

26. (Original) The apparatus of claim 20, further comprising instructions for causing the computer to obtain the trimming texture from a plurality of trimming curves for the parametric surface.

27. (Currently Amended) An apparatus comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instruction for causing the computer to:

- produce a trimming texture by applying a trimming curve to a mesh;

map the a trimming texture on the parametric surface to create a trimmed section

and a rendered section; and

render the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

28. (Original) The apparatus of claim 27, further comprising instructions for causing the computer to:

obtain a material texture for the parametric surface; and

apply the material texture to a region of the parametric surface corresponding to the rendered section of the trimming texture.

29. (Currently Amended) A method for use in rendering images from data for an original three-dimensional model, comprising:

obtaining a trimming texture by applying [based on] a trimming curve to a mesh that defines at least a portion of ~~for~~ the three-dimensional model;

applying the trimming texture to the three-dimensional model, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface; and

rendering an image based on the three-dimensional model.

30. (Original) The method in claim 29 wherein rendering comprises drawing a plurality of pixels based on an allocation of the trimming texture relative to the three-dimensional model.